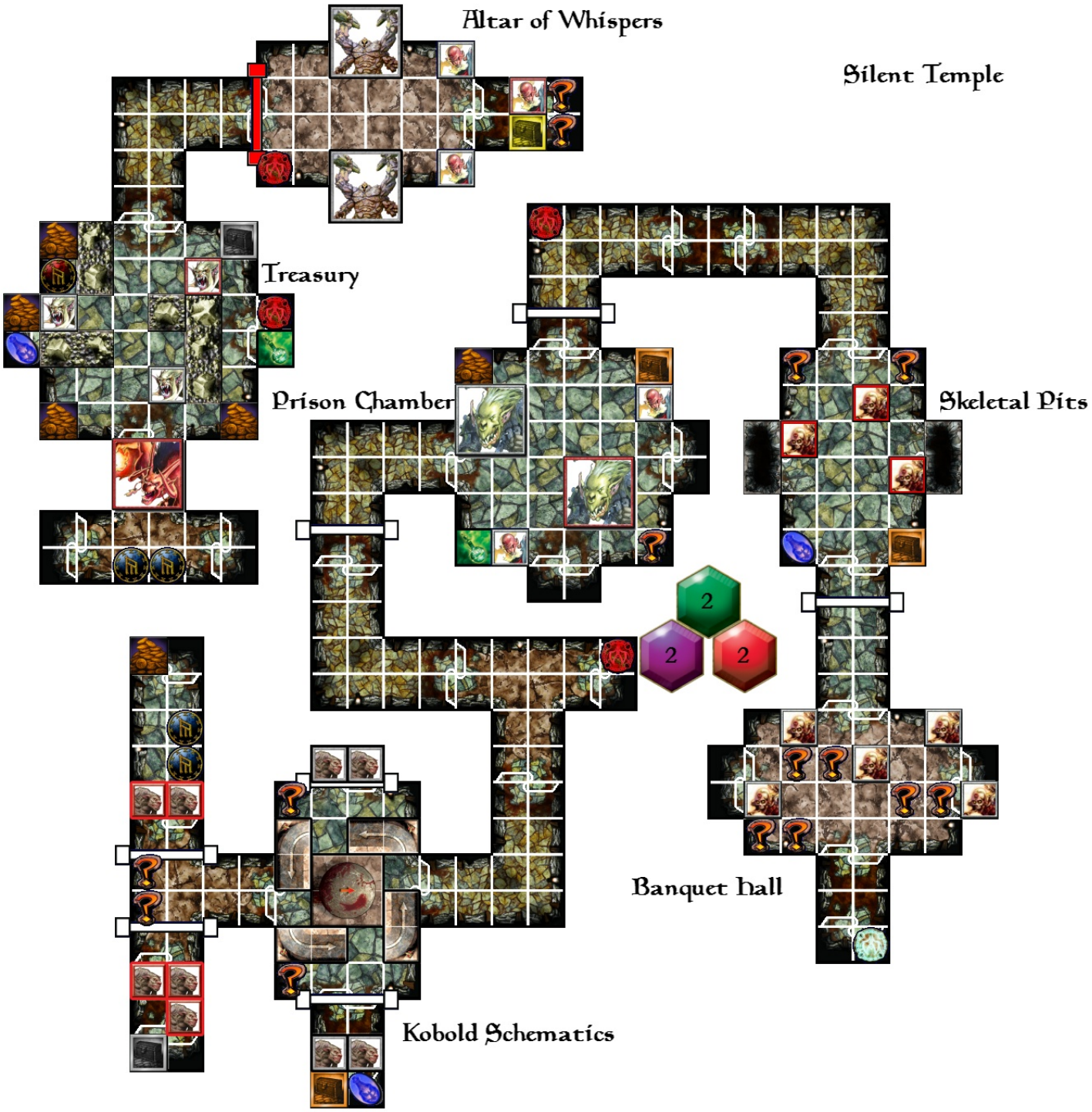

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The Silent Temple

By Elliots Last Gasp

Scenario Background

On the Heroes return to the Fallen Frog Family Inn Mad Hat Sting awaited their arrival. "I was expecting you lot a little later, the last set didin't return after all," he spoke to them. The Heroes dropped down the Black Ruby they found in the Spiridons Lair and Mad Hat Sting raised his hat to look closer at the Ruby.
"And you found this at the room with Shades," Mad Hat Sting said after examining the stone for a while, he pondered for a little while longer then spoke once more ", well I don't know anything about this lump of stone but I might know someone who might. His name is Usklor, strange character dungeon delver like you lot but there's a problem he went missing four days ago. So now I'm hearing you, what's so special about him, aye, he's an alchemist as well, told me he was going to the Temple of the Forgotten God in the Dust Desert find some black ruby. Yes, from the looks of things this may be another one of these stones," Mad Hat left his chair and returned to the bar indicating the Heores to get to work.

Mission Goals

The Heroes must venture into The Temple of The Forgotten God and find Usklor the dungeon delving alchemist. The Temple has been deserted for so many years people cannot even remember. All the Glyphs of Transport the Heroes open all the better. All that is known is that one night during a banquet every person turned to bones, well all those that were invited to it anyway.

Important: The Heroes start with 5 Conquest Tokens.

Templates: The Kobold Schematics room has a 4x2 peice with two blue runes on it these are not runes this is the blue portal that is a new peice in Road to Legend. This portal from Kobold Schematics leads to the other blue runes which is actually the other blue portal in the Treasury.

If the Heroes don't free Usklor in the Prison Chamber by the end of turn 11 make sure to take note of the turns do not tell the Hero players make it interesting. The Overlord cannot spawn until he is freed, if the Heroes do not free him by turn 11 read : A loud shriek of pain comes from nearby that sounds omniously like Usklor as the Heroes realise this, bones appear from the walls and drown the Heroes in their own blood. The Heroes lose.

Chests:
Copper 1: 1 Copper Treasure, 100 coins and a Curse
Copper 2: 1 Copper Treasure, 100 coins
Copper 3: 1 Conquest Token, 1 Curse and a Copper Treasure
Silver 1: 2 Conquest Token, 2 Curses, 200 coins and a Silver Treasure
Silver 2: A Silver Treasure
Silver 3: 150 coins, 1 Curse and a Silver Treasure
Gold 1: A Gold Treasure
Gold 2: 300 coins, 3 Conquest Tokens, 3 Curses and a Gold Treasure

Banquet Hall

After arriving at The Temple of The Forgotten God as it is enthusiasticaly called by the local tribes. Entering the Temple the Heroes see the Entrance room it appears to be the Banquet Hall were everyone turned to Bones all those years ago. Yet a skeletal figure in a grubby bronze chair turned his dusty skull towards the oncoming blades.

Important: The ?'s in the Banquet Hall are actually tables these 2x1 peices that were introduced in Road to Legend and have the same rules.

Skeletal Pits

The entire room is flooded with bones yet as the Heroes enter they all almost retreat as a Dark Figure steps down in between the bones. "Welcome, welcome this is the Temple of the Forgotten God as we all know and love my name is Atoughny I make this place a little more well shall we say active than it used to be. I think I may have a friend of yours in my Prison but I'm sure you'll join him soon enough," Atoughny clicked his hand beneath a long black cloak and the remaining bones scattered down to reveal two large pits at the sides of the room, suddenly a boney hand came over the edge of one of the pits.

Important: When the Heroes kill all the Skeletons read:
Two large Razorwings fly through the pits and land on pedestals before the Heroes.
Place two Master Razorwings where the ?'s are do not place out the ?'s.
After the Razorwings die read:
Atoughny appears again suddenly as a large flame ball smashes into the ceiling after rising from one of the pits. "I'm not going to stop you from saving your friend in the Prison Chamber ahead but I should tell you if you do the beast below wont be to happy so to speak, oh that and you wont leave here alive I promise" clicking again he dissappared.

Prison Chamber

The Prison Chamber has only two cells both standing in opposite corners of the room, one occupant is already dead but the other has a man behind the bars holding a large bubbling bottle this must be Usklor. A Large Ogre turns from watching the alchemist to the Heroes, around his left foot is a key chain one of them must fit Usklor's jail.

Important: The Master Ogre here is the Jailor he is the same as a normal Master Ogre except he has +2 Damage.

The ? is Usklor he cannot move until all the monsters are killed in the Prison Chamber use a spare Hero figure for him.

Read when all monsters in the room are dead:
"Get me out of this thing before the Demon arrives," said Usklor said as a large flame ball smoted into the wall behind them. After opening the cage the Heroes indicate to leave. "No, we must get the ruby, the Dark Priest Atoughny has it, it's Black just like the one in... your bag," he grabbed the stone from the Heroes and snapped on his half moon glasses. "I knew it there are more than one I believe there are ten but this is neither the time and especially not the place," another flame ball crashed into the wall as the Heroes and Usklor ran to the next door.

The Heroes now control Usklor if he dies the Heroes lose 4 Conquest Tokens and he reappers at the nearest active glyph.

Usklor

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7 Wounds Armour 1 Speed 4
Magic attack : White Die ignores armour (still needs range)
Has two actions, cannot equip any items cept potions. He cannot go to town!

Kobold Schematics

Closing the door behind them the sounds of the Demon roaring cease for a while. Turning to face the room shows a boulder rolling straight towards the Heroes, suddenly it turned to the right missing the Usklor by inches. Four triggers are in this room all next to a door.

Important: All the doors in this room cannot be opened unless by a trigger
Read when a Hero treads on a ?:
After pushing back the first trigger all doors suddenly open and Kobolds come crawling out.

All the Kobolds roll an additional two yellow dice. All Kobolds are not effected by the boulder

Remove all ?'s (triggers) after the first one is used.

Treasury

The Demon blasts open the door trampling on a few Kobolds just as the Heroes escape through the portal. After entering into the otherside the Heroes see a Gold lit room although looking into a shining gold plate they see the reflection of a snake headed Medusa, looking up they see the real thing right in front.

Important: Do not place out the Demon till all the Medusa's are dead.
The Beastmen in this rooom are Medusas
Read when the Medusa's are all dead:
A ray of Black smoke rears through the portal behind and the Demon enters releasing a flame ball at Usklor knocking him out.

Usklor doesn't fight against the Demon.
Read when the Demon dies:
Usklor suddenly awakes ", thanks again, I feel bad asking you to come into the Altar of Whispers ahaed but I'm going to anyway." Usklor returns to the board with full health and were he was before the Demon knocked him out.

Altar of Whispers

"You made it I'm so thrilled, you even killed the Demon maybe you aren't the average graverobber I seem to be finding in the Temple on a weekly basis, don't worry I'm going to keep my promise and kill you and you can become my next puppet, here's my last victim Onert Cromel," Atoughny said squeezing the cheek of a cloaked priest. "See look nothing but slaves to the mind, nothing but slaves to my Black Ruby, he then produced a stone identicle to the one the Heroes found. He placed the Ruby on an Altar behind him once dedicated to the God who's Temple this used to be. A jet of black light seared across the room at the four Heroes. "As I told you lads I keep my promises."

Important: The Sorcerrors here are Dark Priests.
The Master Dark Priest (Sorceror) here is Atoughny he is the same as a normal Dark Priest except he has +5 Armor and +5 Health, finally he rolls an additional green die when attacking.

The ?'s in this room are actually a Dark Altar from the Altar of Despair expansion. At the start of the Overlords turn after opening the door place a Corruption token down if this reaches to four the Heroes lose there souls to Atoughny's sorcery it is essential you tell the Heroes this, if they still dont kill him and the Corruption gets to four tokens turns read:
The Corruption from the Altar has turned the Heroes into more puppets of Atoughny, The Heroes lose.

Read if the Heroes kill Atoughny:
"I always keep my promises, always," Atoughnys head fell into his chest and Usklor took the Black Ruby from the Altar. The Heroes win.

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